

- 5 c) video game software interfacing between the video game controller and the output
6 screen; and
7 d) an interactive video game controller adapter engaged with the video game
8 controller and shaped to simulate the real-life activity emulated by the video
9 game.
- 1 2. (Original): The video game system as claimed in Claim 1, wherein the adapter has input
2 controls shaped to simulate the real-life activity emulated by the video game.
- 1 3. (Original): The video game system as claimed in Claim 2, wherein the control buttons of
2 the video game controller are activated when the corresponding input controls of the
3 adapter are activated.
- 1 4. (Original): The video game system as claimed in Claim 1, wherein a different adapter is
2 provided for each different video game of the video game system.
- 1 5. (Currently Amended): A video game input device including comprising:
2 a) a video game controller having control buttons for inputting commands to
3 manipulate video game images on an output screen of a video game system
4 through a power cord; and
5 b) an interactive video game controller adapter engaged with the video game
6 controller and shaped to simulate the real-life activity emulated by the video
7 game.
- 1 6. (Original): The video game input device as claimed in Claim 5, wherein the adapter has
2 input controls shaped to simulate the real-life activity emulated by the video game.
- 1 7. (Original): The video game input device as claimed in Claim 6, wherein the control
2 buttons of the controller are activated when the corresponding input controls of the
3 adapter are activated.
- 1 8. (Original): The video game input device as claimed in Claim 5, wherein a different
2 adapter is provided for each different video game of the video game system.

- 1 9. (Original): The video game input device as claimed in Claim 5, wherein the controller is
2 used with a Sony Playstation™ video game system.
- 1 10. (Currently Amended): The video game input device as claimed in Claim 5, wherein the
2 controller comprises:
3 a) a main body ;
4 b) a pair of circular base plates formed on a top face of the main body and spaced
5 from each other a predetermined distance; ; and
6 c) two projections formed on a rear face of the main body.
- 1 11. (Original): The video game input device as claimed in Claim 10, wherein the control
2 buttons of the controller are formed on the base plates, the projections, and the top face of
3 the main body of the controller.
- 1 12. (Original): The video game input device as claimed in Claim 10, wherein the controller
2 comprises a pair of push buttons formed on the top face of the main body, a pair of
3 handgrips formed on opposite ends of the main body, and a power cord extending from
4 the rear face of the main body for electrically connecting the controller to the video game
5 system.
- 1 13. (Original): The video game input device as claimed in Claim 10, wherein the adapter
2 comprises a main body, two arms extending from the main body, a lip formed on a front
3 portion of the main body for engaging with the controller between the base plates, a
4 cutout defined in each arm for receiving the corresponding base plate of the controller,
5 and a receiving space formed in the main body for receiving a portion of the controller.
- 1 14. (Original): The video game input device as claimed in Claim 13, wherein the adapter
2 comprises a retractable handle outwardly extending from one of the two arms, a rotatable
3 knob outwardly extending from the other of the two arms, a rod inwardly extending from
4 each of the handle and the knob into the receiving space, and an end portion
5 perpendicularly extending from each rod, each end portion being positioned proximate
6 the control buttons formed on the corresponding projection of the controller whereby
7 manipulation of the knob and handle causes the end portions to activate the
8 corresponding control buttons.

- 1 15. (Original): The video game input device as claimed in Claim 14, wherein the adapter is
2 used with a video game having an animated onscreen character, the main body of the
3 adapter corresponding to a head of the character, the arms of the adapter corresponding to
4 the arms of the character whereby pulling the handle away from the main body of the
5 adapter causes the character to pull an onscreen object and rotating the knob causes the
6 character to spin an onscreen object.
- 1 16. (Currently Amended): An interactive video game controller adapter for engaging with a
2 hand-held video game controller and shaped to represent the unique characteristics of a
3 video game, the interactive video game controller adapter being configured to
4 manipulated control buttons on the a hand-held video game controller through input
5 controls to manipulate images of a video game on a remote screen coupled to the hand-
6 held video game controller.
- \ 1 17. (Currently Amended): The interactive video game controller adapter as claimed in Claim
2 16, wherein the adapter has the input controls are shaped to simulate the real-life activity
3 emulated by the video game.
- 1 18. (Original): The interactive video game controller adapter as claimed in Claim 17, wherein
2 control buttons of the controller are activated when the corresponding input controls of
3 the adapter are activated.
- 1 19. (Original): The interactive video game controller adapter as claimed in Claim 18 further
2 comprising a main body, two arms extending from the main body, a lip formed on a front
3 portion of the main body for engaging with the controller, a cutout defined in each arm
4 for receiving corresponding engaging portions of the controller, and a receiving space
5 formed in the main body for receiving a portion of the controller.
- 1 20. (Original): The interactive video game controller adapter as claimed in Claim 19 further
2 comprising a retractable handle outwardly extending from one of the two arms, a
3 rotatable knob outwardly extending from the other of the two arms, a rod inwardly
4 extending from each of the handle and the knob into the receiving space, and an end
5 portion perpendicularly extending from each rod, each end portion being positioned

6 proximate the corresponding control buttons of the controller whereby manipulation of
7 the knob and handle causes the end portions to activate the corresponding control buttons.

1 21. (Original): The interactive video game controller adapter as claimed in Claim 20, wherein
2 the adapter is used with a video game having an animated onscreen character, the main
3 body of the adapter corresponding to a head of the character, the arms of the adapter
4 corresponding to the arms of the character whereby pulling the handle away from the
5 main body of the adapter causes the character to pull an onscreen object and rotating the
6 knob causes the character to spin an onscreen object.
